

GLIDERS

Good morning! I'll bet you're feeling just a little bit sore after all you've been through. My name is Alt, and I'm here to tell you a little bit about yourself. You see, you've become a Glider, and as Evolved types go, you're pretty rare. You're also pretty special, because you have the power to fly.

That's right, I said that you can fly. It's an enormously cool gift, so you're going to want to listen close while I tell you what you need to know.

Your bones have been replaced by layers of hexite, a long-chain polymer that is ten times stronger than titanium. These new bones are much tougher than your old ones. Your bones also house small nanofactories that produce a small number of nanites. These nanites circulate a silicon-gallium mixture through the layers of your hexite bones, which turns them into superconductors capable of operating at body temperature. You also have nine colonies of specialized cells in various places in your body that generate and store an astounding amount of electricity. When these super-capacitors run a dielectric field through your hexite bones, they generate an antigravity field referred to as the Biefeld-Brown effect.

You also have millions of tiny electrodes beneath your skin that allow you to ionize the air around you and direct its flow electromagnetically, providing you with a means of propulsion. This ionization effect also has a few side-benefits to it, including the ability to remove pollutants from the air as you fly and it acts as Electronic Counter-Measures against electronically-guided missiles. You can scramble the guidance electronics inside genius guns.

Finally, the equilibrium devices in your inner ear have been replaced with a tiny, electronics-shielded internal gyroscope. You'll always instinctively know which way is up, which way is down and how your body is oriented in relation to these. This goes a long ways towards insuring that your lunch stays in your stomach and not spewed out on the heads of innocent people below you.

Ok, science lesson over. The upshot of all of this is that you will be able to hover and fly. Now, I want you to relax, close your eyes, lay back and listen to the sound of my voice, okay? Ok. Now I want you to imagine that your body is filling with light and warmth. Let the tension flow out of your body. Imagine yourself beginning to feel lighter, like you're shedding the weight of your body, the weight of your cares and that you're just floating. Yes, just let yourself float.

Whatever you do, do not be surprised or shocked. Do not open your eyes. You are now hovering about a foot above your cot.

Ok, I told you not to be surprised. Don't worry, every Glider we've helped falls on their asses a few times. I want you to replay the exercise that we just ran through, and this time, do so with the knowledge that it is not an impossible thing you're doing. Gravity

won't apply to you any more if you don't want it to. Ok. Relax. Yes, you're hovering again. Now, very slowly, open your eyes. Now, I want you to slowly move towards the lamp on the opposite of the room. Don't kick off, just spread your arms out and let yourself imagine drifting towards it.

Good. Yes, you're getting it. Not too fast. Now stop yourself. Excellent.

With time, you'll be able to fly through the air in ways that your Boardpunk buddies will be eternally envious of. You do have some limitations, however. You won't be able to carry your fellow juvepunks with you; you're limited to carrying around a maximum of twenty percent of your body weight. You'll need to eat at least one percent of your body weight every twelve hours to keep your body charged up. If you go for twelve hours without a meal, you'll lose your propulsion abilities. Twenty four hours without a meal means you lose the power to hover, as well. And the faster you fly, the faster you'll deplete your energy reserves, which means that, if you push too hard, you'll be stuck hovering in midair without any ability to maneuver. Not a good thing when the ISA is looking to capture or kill people like you.

You should also refrain from trying to engage armed corporate or military aircraft in aerial battle. You may be more maneuverable than they are, but you're nowhere near as well-armed as they are, and you're much slower. You're likely to get sucked into their air intakes and turned into chowder, so please, play it safe.

Other than that, there's not a whole lot more I can tell you about yourself. Unlike your fellow CyberEvolved, you don't have a powerful means of attack. Which means that you're just going to have to get by on wits alone. But if you're careful, you'll be able to get by, Juve. Good luck.

GLIDERS

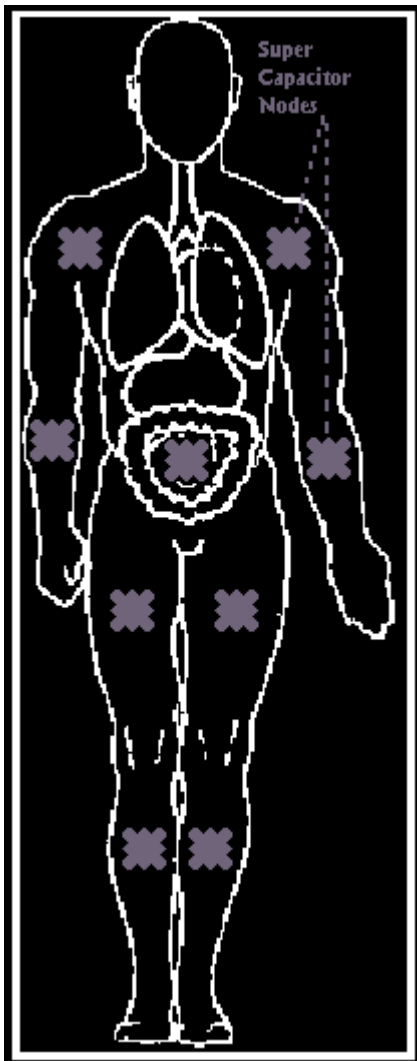
HIGH-FLYING FREE-SPIRITS OF THE NEW MILLENNIUM

^^Interestingly enough, one of the Eden Cabal's allies discovered this type of sport before the government had any inkling that they existed. It's nice to know that we can occasionally get the jump on the CDC and the ISA. After the initial appearance of this kind of sport, they began popping up all over the place. Unfortunately, through some rather careless actions on the parts of these children, many have been captured or killed by ISA agents. Which just goes to prove that, just because you can fly doesn't mean you should go out and try to play Top Gun with the Big Boys.^^ALT

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(DISCRETIONARY INFORMATION -- DISSEMINATE AT YOUR DISCRETION)



Message Reads:

Miss Cunningham,

I felt it important to advise you of the existence of a new type of sport cyberevolved that has come to my attention. I am transmitting this to you in the hopes that it might be of some benefit to the children who fall into your organization's auspices. Most of the data I present here is based on observation of two youngsters who came to be under my care after contracting the Carbon Plague.

Initial examination reveals that the subjects' skeletons have been radically altered. First and foremost, their bones have been replaced by hexite. While this is nothing new, it is the structuring of the hexite replacement that is most noteworthy. The hexite isn't solid, rather, it's a series of layered, porous honeycombs. In addition, the insides of the bones have been converted to house small factories of nanites, which circulate a silicon-gallium mix between the hexite membranes, converting them into superconductors capable of operating at body temperature.

Our resonance-imaging also revealed the presence of nine super-capacitor nodes located in the shoulders, forearms, thighs, calves and the abdomen. Although none of these capacitors is as large as the Bolter's, they have, collectively, almost half again the total volume of a Bolter's super-capacitor spread out through the Glider's body.

The reason that the Glider needs this much power becomes readily apparent when their powers come into play. The Glider sends something called a "dielectric field" coursing through the hexite membranes of their bones, creating an antigravity field that allows them to hover.

Miss Cunningham, I am by no means a technician, but I did some digging through the Net for references on this type of technology. It is referred to the Biefeld-Brown effect, a form of archaic technology that has existed since 1928. Unfortunately, the limitations of twentieth century technology kept them from being able to achieve any meaningful levitation technology. The best they could do was create large kite-like levitators out of balsa wood and aluminum foil that were barely able to lift the batteries and capacitors that powered them. But the Glider, with their superconductive hexite bones and supercapacitors are able to easily levitate their own body and up to twenty percent of their body weight in additional mass. I am told that Japanese and European engineers have been trying unsuccessfully to make this form of flight a viable replacement of current hover technology. I would point out the irony of the Carbon Plague coming along and putting their efforts to shame, but I fear that Gliders will be much sought-after by unscrupulous individuals and corporations who seek to vivisection them and study their inner workings. But I digress.

In addition to their modified skeletal structure and super capacitors, the Glider's body has millions of tiny hexite conduits that extend from their super capacitors to the dermal papillae of the hair follicles beneath the skin of their arms, legs, torso and groin. These conduits terminate in a tiny electrode beneath the hair follicle. These electrodes allow the Glider to ionize the air around them and then direct its flow electromagnetically, providing them with an incredibly efficient means of propulsion. While the top speed we've clocked a Glider at is only 150 mph (240 kph), they are incredibly maneuverable in ways that even the best spinnercraft cannot match. They can stop on a dime, change their direction dramatically and pull high-G maneuvers that the best spinnerjocks can only dream of. This is because they can vector thrust in almost every direction simply by visualizing a change in direction.

An interesting side-benefit of this ionization effect is that the Glider removes pollution from the air whenever he uses it. Do you remember the old ionic air scrubbers that they marketed around the turn of the millennium, Miss Cunningham? Well, the effect is similar. But, instead of depositing the impurities on a metal plate, the Glider's power causes these impurities to be deposited on their bodies and clothes. One of our younger Scanners took to calling the Gliders "Dirty Birds" because of this effect.

The final modification of note is the replacement of the Balance Canal inside the inner ear with an electronically shielded gyroscope. Instead of an otolith bouncing around on

tiny hairs, a dollop of mercury glides over hundreds of thousand tiny hexite receptors, which relay balance information to the brain in a markedly more efficient manner than biological systems. A Glider need never fear airsickness or vertigo ever again thanks to this modification, and they are always aware of how their body is oriented in relationship to the earth's gravity well.

One would think, with the surplus of electricity and the profusion of electrodes beneath their skin, that Gliders would have a devastating form of electrical attack like those of the Scanners or Bolters, but the sad fact of the matter that they cannot do much more than deliver a harmless static charge. There is, however, a side-benefit to their ionization effect; Gliders confuse genius guns and other electronically-guided missile weapons. While by no means invulnerable to these weapons, they do lessen their overall effectiveness drastically. We discovered this effect when we were effecting the rescue of our second Glider from CorpSec. They kept firing upon the glider with Einstein-calibre Genius Guns and their bullets kept on circling around the child's ion-trails until they ran out of propellant. The agents eventually switched to old-fashioned smartguns and had greater success with those before our forces were able to intervene.

I should mention that the Glider does have some limitations. They can hover in the air indefinitely (which one of our Gliders insisted on doing all the time in the lotus position) as long as they eat enough to sustain their internal power sources, but flying at high speeds causes them to burn energy more quickly. They do gather some energy from the static electricity in the air, but nowhere near the amounts they're using. There is a built-in safety mechanism if the Glider depletes their energy during flight: they won't plummet to the ground. Instead, they will slowly begin descending, bleeding off their momentum. While they're depleted of energy, they'll be a sitting duck, unable to even direct their descent and falling like a slow parachuter. This same safety measure keeps them from plummeting while unconscious.

Some other items of note, while I have them in mind: Gliders should always wear goggles. Flying dust and particles can be dangerous to their eyes at higher speeds, and they don't seem to have any built-in protection against them.

Glider have an effective flight ceiling of about 11,000 feet without some sort of breathing apparatus; otherwise the air becomes too thin for them to breathe.

Their ability to direct air flow and remove toxins from the air makes them very resistant to gas weapons. They can blow away clouds of sleep or nerve gas. However, if they make the mistake of trying to ionize the pollutants out of the air, they might make themselves victim to said toxins if they are able to be absorbed through the skin (like Sarin gas).

Glider present the radar profile of a few small birds in close formation. Hexite, among its other qualities, seems to be radar-absorbant, as well. However, visual scanning systems like LIDAR aren't as easily fooled, and can identify Gliders for what they are.

Like their cousins the Wizards and Scanners, Gliders are susceptible to EMP weaponry. We've discovered that a single hit from an EMP weapon will knock out their ionic abilities, which will shield them somewhat from the pulse. A second hit will knock out their super-capacitors and send them plummeting to the ground.

Gliders put out a constant low level of static because of the way they are wired. It makes it a little more difficult for Scanners to read them. When flying, however, the effects of their ionization makes them impossible to read.

Thank you for your attention in this matter, Miss Cunningham. I will file further reports as they come to my attention.

Glider Skill: Gliding [REF/BODY]

This is the Glider's ability to hover and fly and control their flight. Your ability starts at +1 and it allows you to:

- Hover: This is your ability to overcome gravity and hover.
- Fly: This is your ability to direct the flow of air around your body and use it to fly.
- Scrambling Guided Missiles: You can scramble the guidance systems of incoming homing missiles.
- Air Purification: You can ionize impurities in the air and cause them to adhere themselves to your clothes, skin or other surfaces.

Hovering: An Easy task, has a difficulty of 5.

Scrambling Guided Missiles: The efficiency of Genius Guns is reduced by 4% for every point that the glider has in their REF + Gliding.

Air Purification: Can remove 5% of impurities from the air for each point they have in BODY + Gliding. Tear Gas has no effect on the Glider. Against Sleep Gas, Gliders make their save vs. Stun/Shock at +5. Against Poison gasses, the Glider rolls as normal. With a failed roll, they are sick for 1d6 hours. On a successful roll, they suffer no ill effects at all.

Table #1 -- Flight Duration

Speed Duration

Up to 60 mph = Indefinite
61 - 80 mph = 1 hour * (BODY + Gliding)
81 - 100 mph = 30 minutes * (BODY + Gliding)
101 - 120 mph = 15 minutes * (BODY + Gliding)
121 - 140 mph = 5 minutes * (BODY + Gliding)
141 - 150 mph = 2.5 minutes * (BODY + Gliding)

Table #2 -- Flight Maneuvers

Maneuver Difficulty (REF + Gliding)

Level Flight = 5

Looping = 8

Braking = $5 + (\text{Current MPH} \div 10)$

Barrel-Rolling = 10

Diving (to pull out safely) = $10 + (\text{Current MPH} \div 15)$

90° - 120° direction change = $10 + (\text{Current MPH} \div 15)$

120° - 180° direction change = $10 + (\text{Current MPH} \div 10)$